STUNT KIDS™

Written by

CODEMASTERS™

Published by

CAMERICA®

CODEMASTERS™

Codemasters and Stuntkids are trademarks of Codemasters Software Company Limited. Copyright Codemasters Software Company Limited 1992. All Rights Reserved.

Camerica is a registered trademark of Camerica Limited Inc. This product is licensed to Camerica Limited, Inc. by Codemasters Software Company Limited.

Stuntkids is a product of Camerica Limited, Inc. and is not designed, manufactured, distributed or endorsed by Nintendo of America Inc.

CODEMASTERS™ HELPLINE - 1 900 RESTART 1 900 737 8278

Calls cost $1.75 for the first minute and 90 cents thereafter.

Phone the Codemasters Helpline for Hints, Tips and Mega Secrets* that will help you play Stuntkids.

If you are under 18, you MUST have your parents permission. Touchtone phones only.

HINTS AND SECRETS INCLUDE:

- EXTRA LIVES
- WORLD WARPS
- EXTRA TIME AND TURBOS

Camerica Limited Inc. 3701 Commercial Avenue NORTHBROOK Illinois 60062, USA Tel 708-498-4525

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode. Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

GAME DOES NOT WORK OR PLAY?

CUSTOMER HELPLINE TOLL FREE

IN U.S.A. ONLY • 0-800-598-2096
IN CANADA ONLY • 1-800-565-2688
CAMERICA GAMES

the CONTENTS

Speedy Spike

Mad Brad

Stuntkids: the game 1

Controls 3

Stuntkids™

Playing Zones 7

The Creatures 9

Hints and Tips 11

Spike & Brad

Speedy Spike

Stuntkids:

Stunt truck

1 or 2 players must race across various set courses against the clock in one player mode, or against each other in a two player game.

one player race

two player challenge

The game

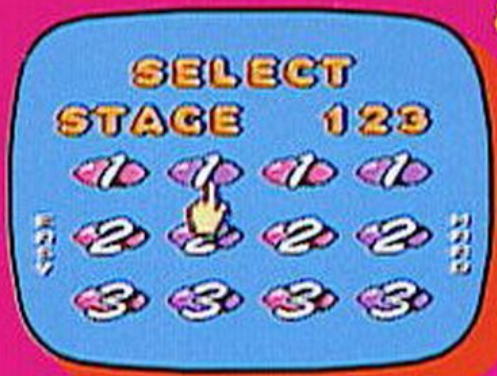
Select your route

1 player mode

There are five worlds to play through. Each world has 6 different possible courses to choose from, plus a bonus level at the end of each world. You start with three lives.

2 player mode

Player 1 gets to choose three courses from a selection of twelve. Both players play against each other for the three courses. The winner being the player with the lowest overall time at the end of the game.



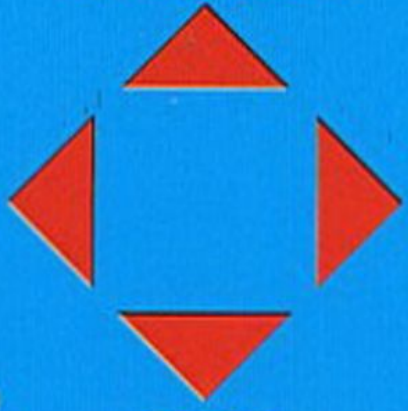
Select your level

Speedy Spike

Controls

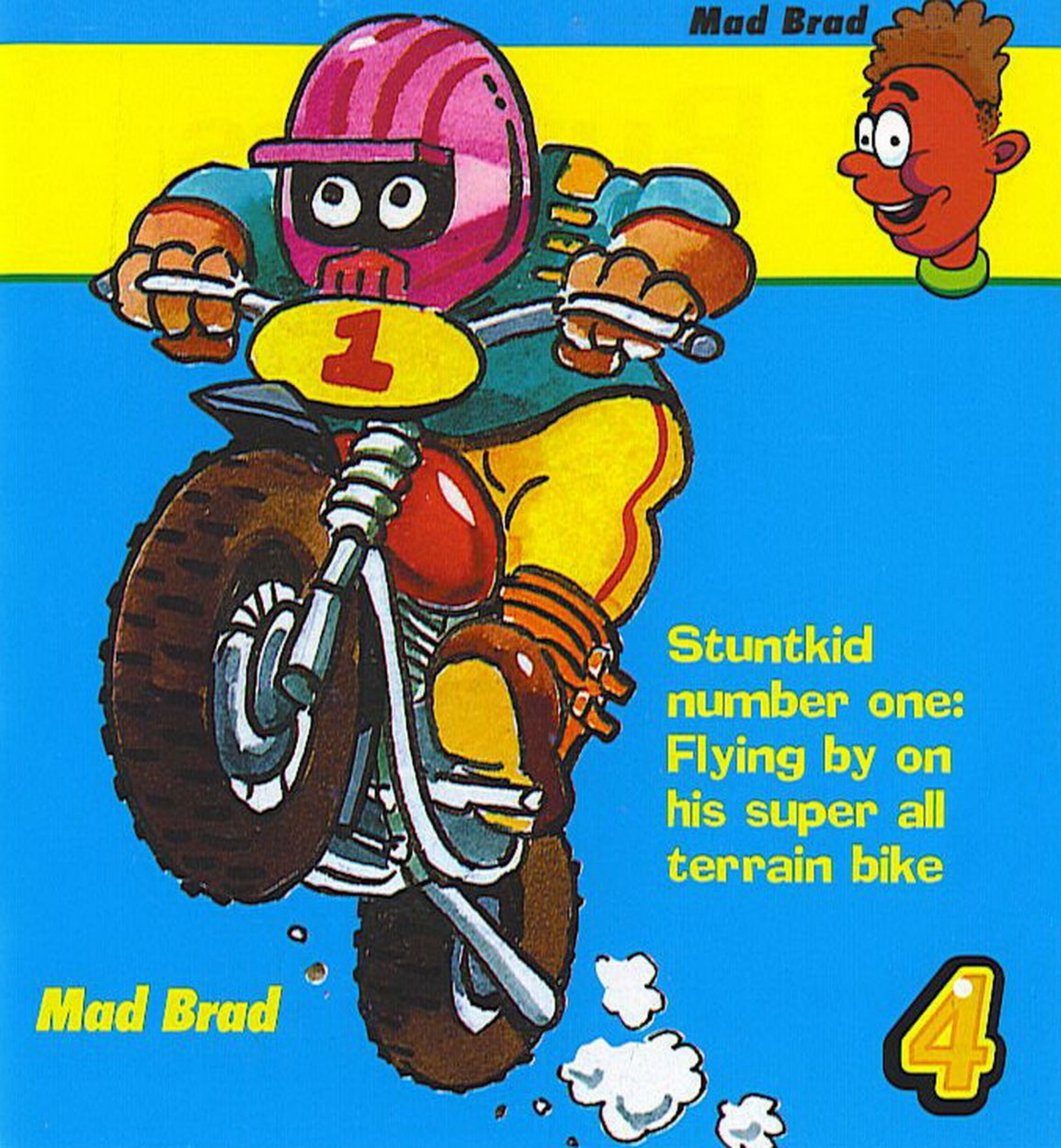
Wheelie

Slow Down



Go Faster

Lower Front Wheel



Stuntkid number one: Flying by on his super all terrain bike

Speedy Spike

Buttons

Turbo

Jump

B

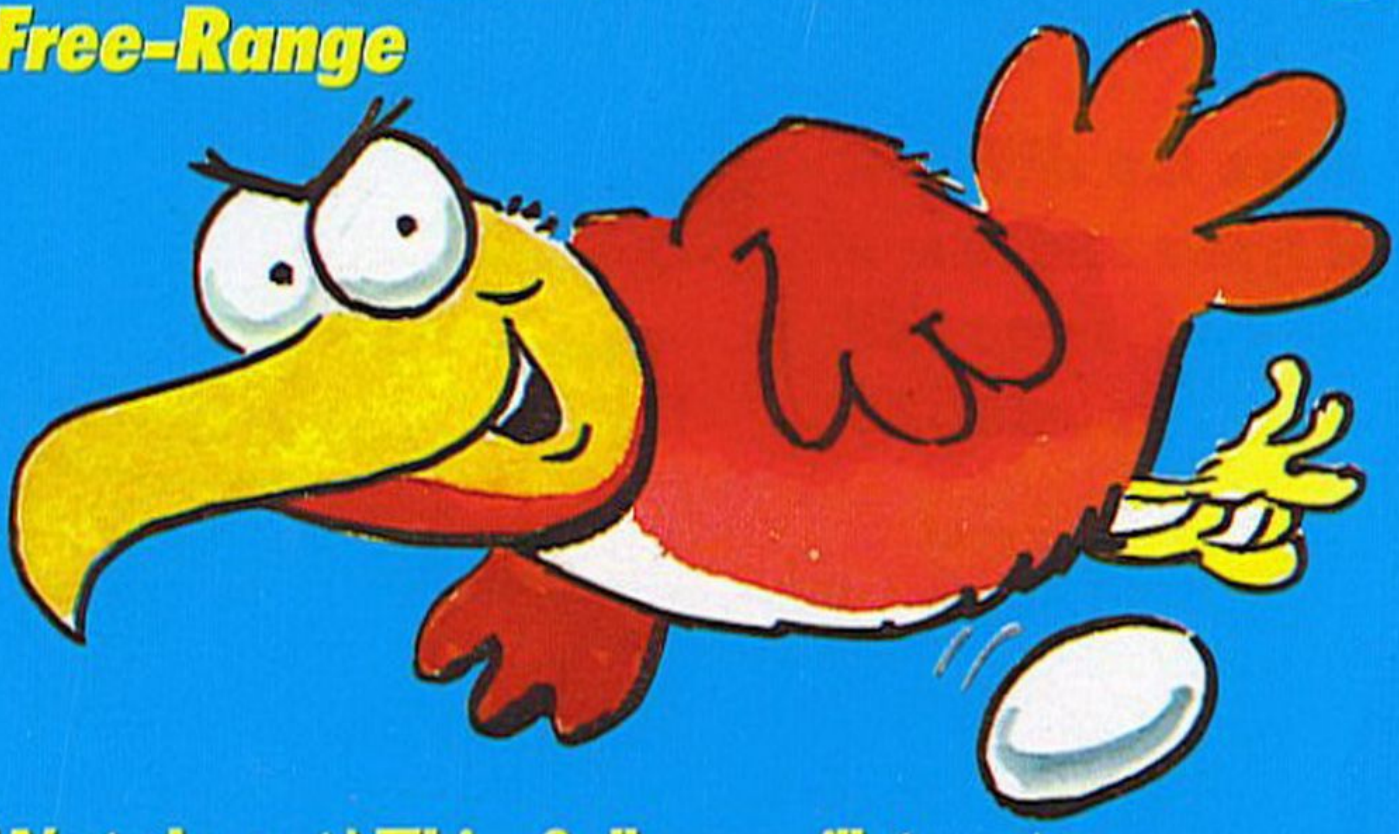
A

START

5 Pause on:off

Mad Brad

Free-Range

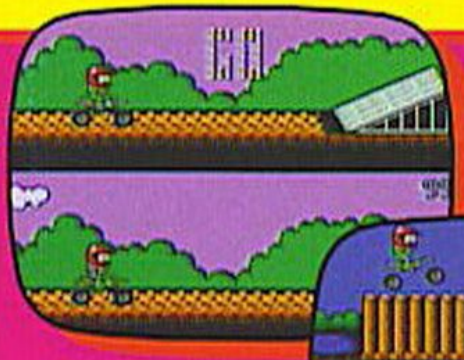


Watch out! This fellow will try to knock you off your bike. You can use the Turbo to escape the falling eggs, or the yolk will be on you.

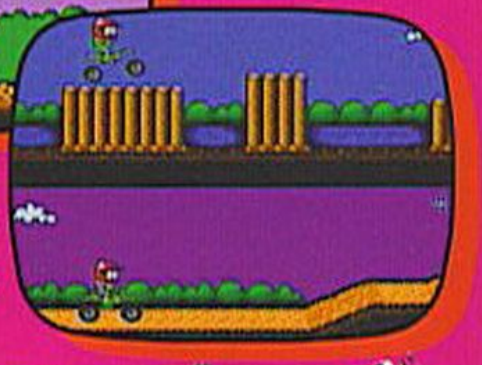
Playing

Level types:

Here are the different level types and lists of the obstacles you will have to encounter.



Get ready and Go!



Tricky log ride

Countryside

Log poles	Slow
Rough ground	Slow
Rocks	Jump 'em or ride 'em slowly
Dips	Jump
Ramps	Can be jumped for extra height
Brick walls	Any speed
Tree Stump	Jump 'em or ride 'em slowly
Barrels	Slow + Do not jump on from a height
Barrel Poles	Very slow
Fences	Very slow

Barna-bee

Mad Brad

Escargo

Park

Picnic table	Slow
Slide	Slow
Water	Can't jump from
Lily pads	Use to jump on
Hydrant	Jump on
Sand pit	Slows you down
Tyre	Under!
Swings	Slow

Construction site

Poles	Very slow
Girders	Any speed
Cones	Death!
Trampoline	Work 'em out yourself
Dumper	Slow
Cement piles	Use as ramps

Go slow this 'aint easy!

Watch out for that hook!

8

Speedy Spike

Fings

Big Baddies

Egg-citement

Crispin

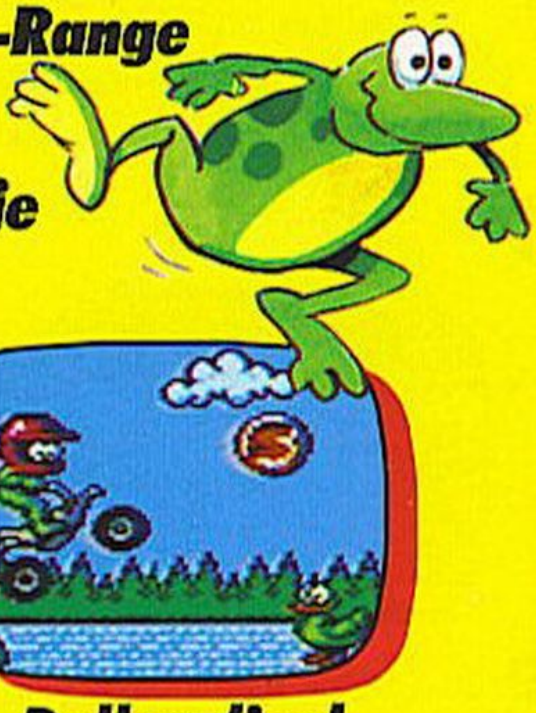
Free-Range

Fredie

Lady Bird

Escargo

Menacing Mike



Dollar dive!

Mad Brad

Walter

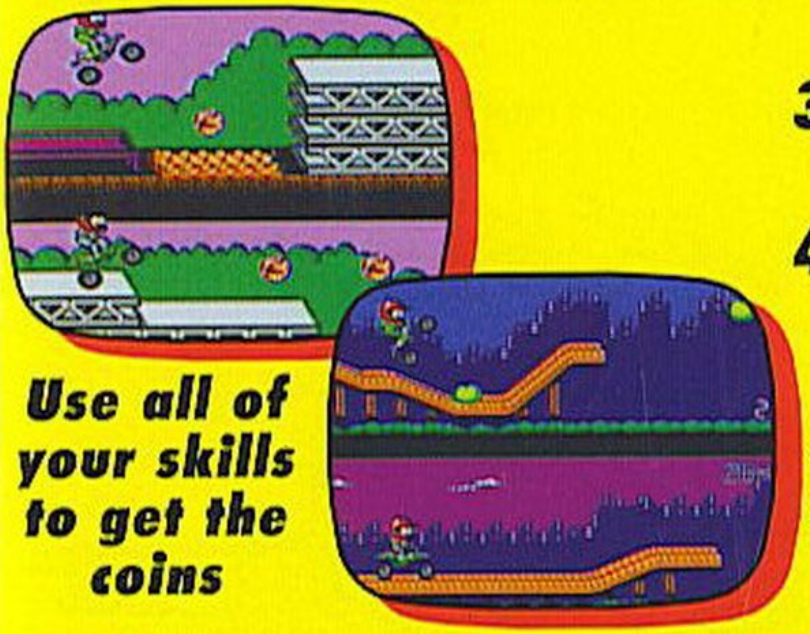
Collect coins in levels for bonus points

Extra lives at 15000pts

30000pts

45000pts

Crispin



Use all of your skills to get the coins

And jump to catch all the juicy fruit

Bonus game: collect all the tasty fruit!

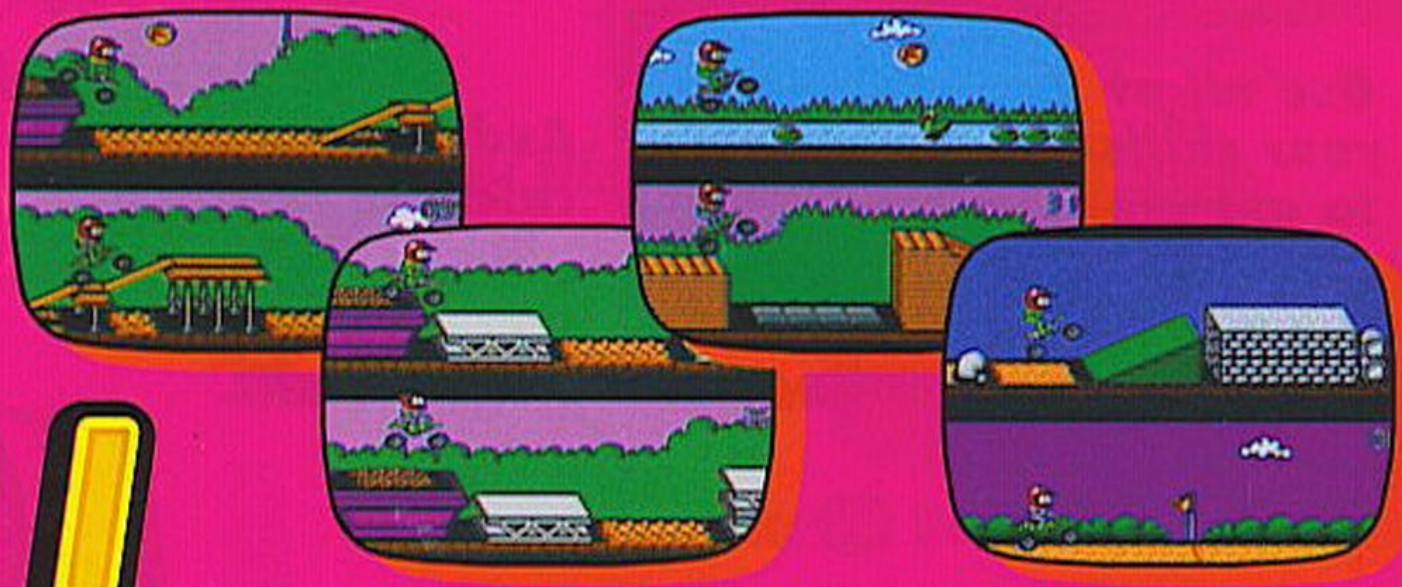
Orange Apple Cherries

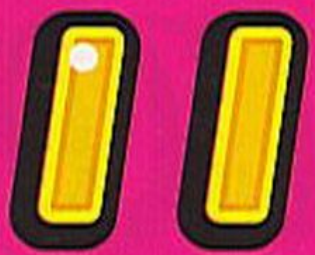
Hints and

Take your time to learn all the courses -
Don't just go flat out, 'cos you wont get very far!
Each obstacle has its own set of problems to tackle.
E.G. You can't jump out of water, but you can jump off the lily pads.

Always try to land with the front wheel raised.

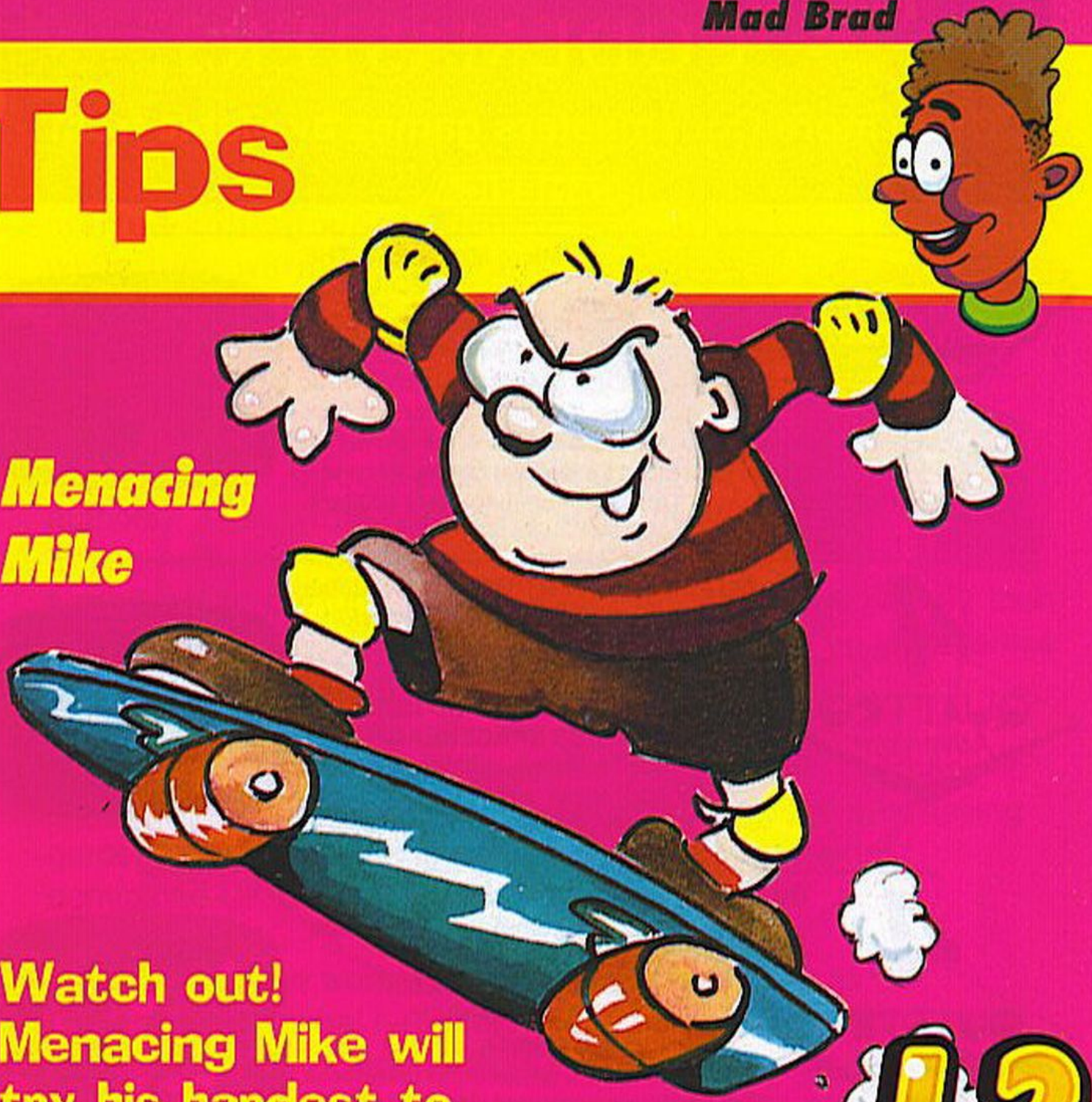
*** If you hear a special tune and the screen goes grey, you have found a hidden cheat! Yeah!!**





*** Use the Turbo sparingly (Button B)**

Tips



Menacing Mike

Watch out!
Menacing Mike will
try his hardest to
make you crash out.

12

CODEMASTERS™

Three more Codemasters games available from

CAMERICA®

Micro Machines® THE VIDEO GAME.

This is your chance to experience real life, high speed action scaled down to fantastic miniature. You can race formula one racing cars on a pool table, helicopters around the garden or boats around the bath tub. 11 individual characters and 9 kinds of Micromachines®. **This game is absolutely brilliant.**

Micromachines® is a registered trademark owned by Lewis Galoob Toys Inc.

QUATTRO ADVENTURE™- *4 incredible adventure games in one cartridge.*

BOOMERANG KID™
SUPER ROBIN HOOD
TREASURE ISLAND DIZZY™
LINUS SPACEHEAD™

How much fun can you cram into one game cart? Frenzied platform action, scores of secret rooms, mind-bending puzzles, strange lands to explore-*months upon months of challenging gameplay!*

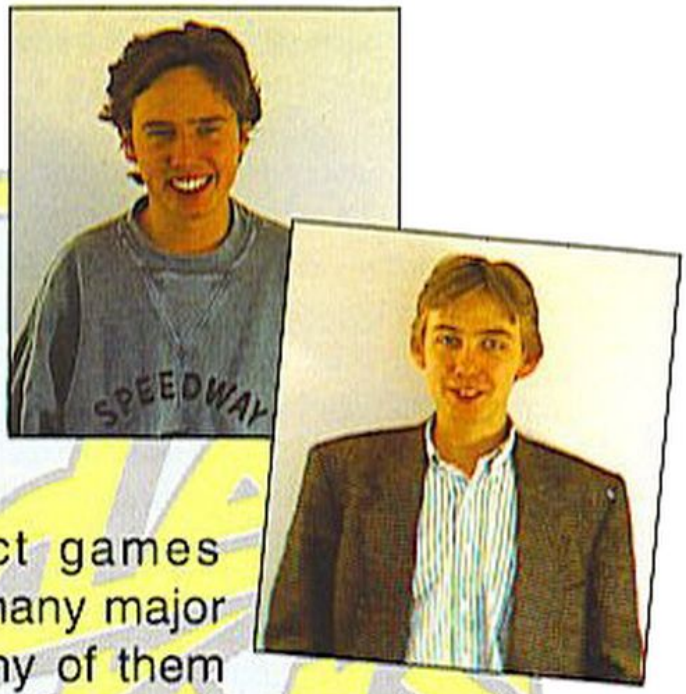
QUATTRO SPORTS™- *4 perfect sports simulation games in one cartridge.*

BASEBALL PROS™
SOCCER SIMULATOR™
PRO TENNIS™
BMX SIMULATOR™

Each of the 4 games in this collection is carefully researched and programmed to be as accurate as possible and to capture the tension and atmosphere of the original sport.

Camerica is a registered trademark of Camerica Limited Inc. Codemasters, Quattro Adventure, and Quattro Sports are trademarks of Codemasters Software Company Limited.

ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.



David and Richard Darling started writing video games while they were in their early teens and still at school in England.

From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference.by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio\tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.
Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase.
Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or uses of trade are all expressly disclaimed.

In no event will Camerica be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camerica game cartridge.
The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you.
Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law if any jurisdiction and such provision shall be severed from the rest of these terms.

Camerica Ltd Inc., 3701 Commercial Avenue, NORTHBROOK,
Illinois 60062, USA Tel 708 498 4525
Camerica Ltd Inc., 3415 14™ Avenue, Markham,
Ontario, L3R OH3, Canada -Tel (416) 470-2791

CODEMASTERS™

ABSOLUTELY BRILLIANT!

CAMERICA®

Camerica Ltd Inc., 3701 Commercial Avenue,NORTHBROOK,
Ilinios 60062, USA - TEL 708 498 4525.

Camerica Ltd Inc., 3415 14th Avenue,Markham,
Ontario., L3R OH3, Canada - Tel (416) 470-2791

©Code Masters Software Company Ltd.1992 - Tel INT. (44) 926 814132